CONFLICT
VIETNAM™

PIVOTAL GAMES

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Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

3+ 11+ 12+ 16+ 18+

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-52630

1 Player • Memory Card (8MB) (for PlayStation®2) : 500KB minimum • Analog Control Compatible: analog sticks only

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STARTING THE GAME

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.

2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.

3. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button. The disc tray opens.

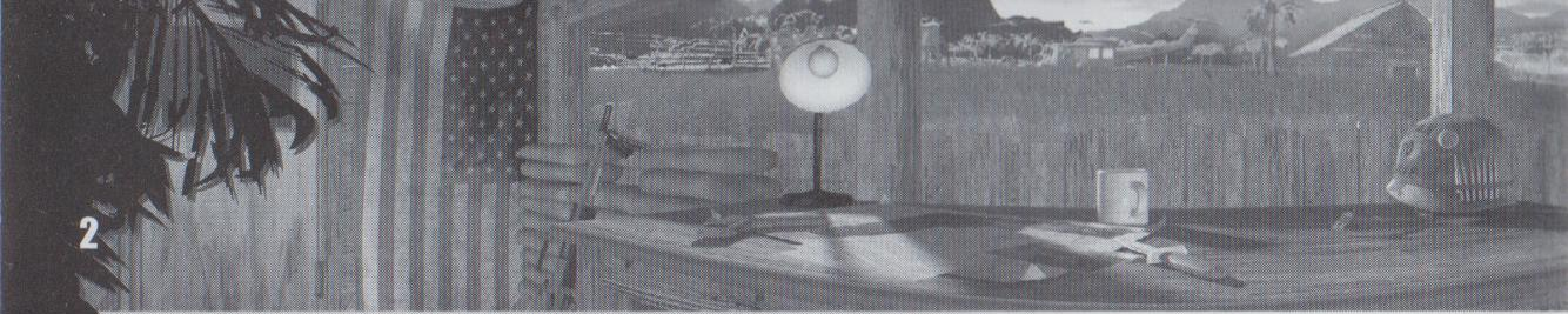
4. Place the *Conflict: Vietnam* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.

5. Press directional button **UP/DOWN** to select your chosen language and press the ✕ button. Now, follow on-screen instructions and refer to the Setting Up the Game section of this software manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Insert your memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or 2.

Note: *The memory card (8MB) (for PlayStation®2) is supported in both MEMORY CARD slots.*

Note: *You require at least 500 KB of free space on your memory card (8MB) (for PlayStation®2) in order to save Conflict: Vietnam game data.*



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US ARMY PROPERTY

INTRODUCTION

You are Private Harold Kahler, a young med school student dumped in the middle of the South Vietnamese jungle with a rag-tag squad of U.S paratroops on the eve of the infamous 'Tet Offensive'. The fateful day that the communist forces of North Vietnam launched a determined campaign across the whole of South Vietnam from the Delta to the DMZ.

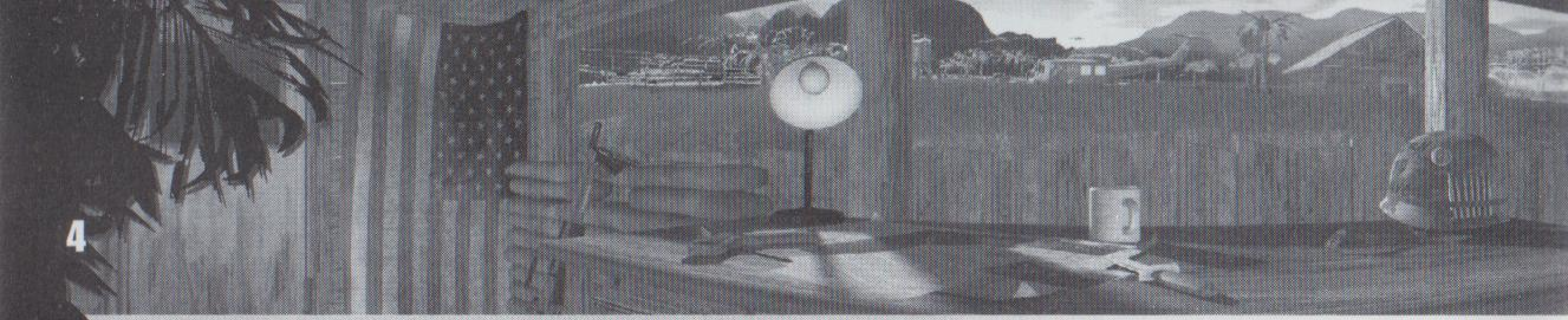
In *Conflict: Vietnam*, you are thrown headlong into the eye of the storm, fighting a hidden enemy, with the odds stacked against you. Managing your squad of soldiers effectively will tax your strategic combat skills. Trying to distinguish between innocent civilians and hardened guerrillas will test your nerves and humanity to the limit. And like many soldiers before you, you'll soon start to realise the whole sorry mess 'don't mean a thing'.

Can you handle the pressure of this brutal, dehumanising war, rise to the challenge and still escape with your life – and soul – intact?

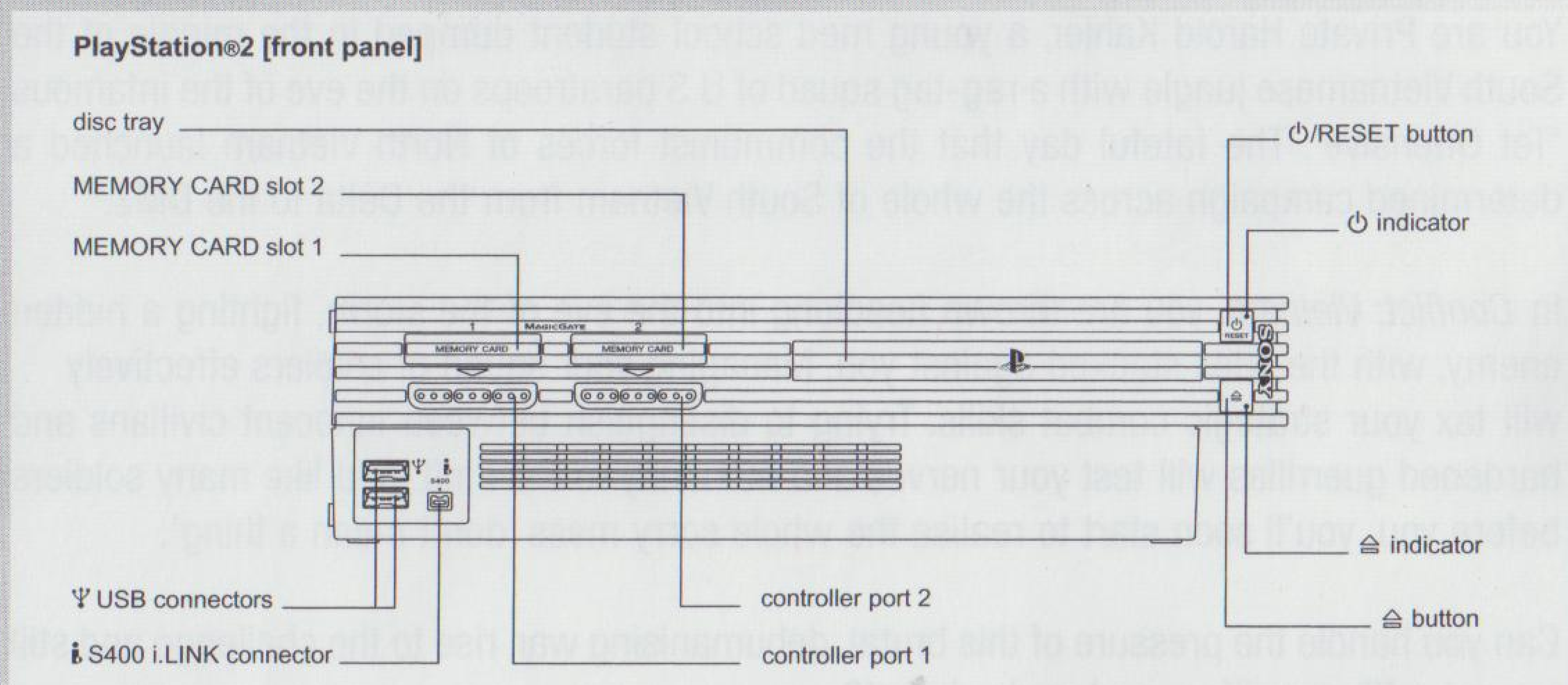
New since Conflict: Desert Storm II.

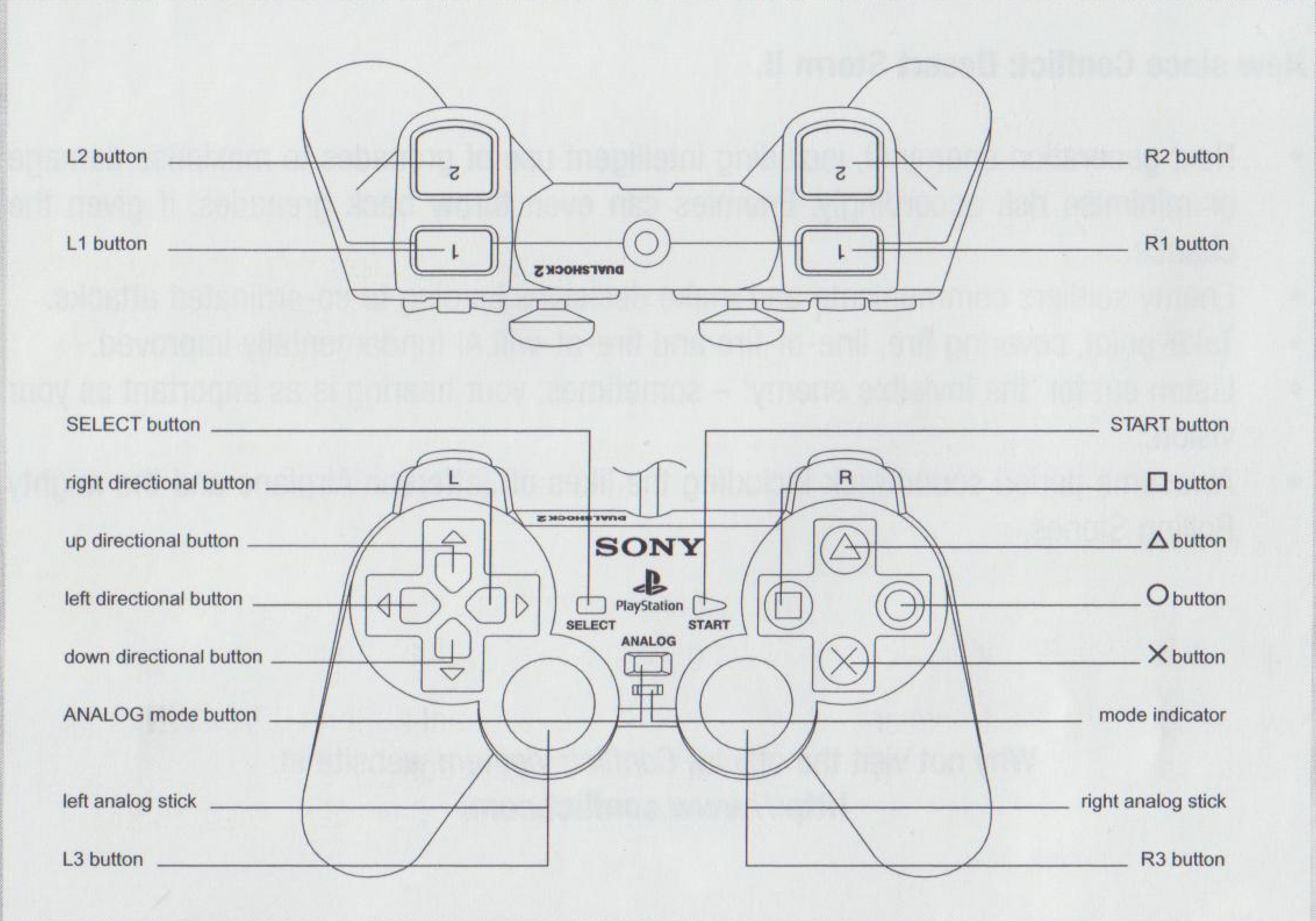
- Next generation enemy AI, including intelligent use of grenades to maximise damage or minimise risk accordingly. Enemies can even throw back grenades, if given the chance.
- Enemy soldiers communicate and make decisions leading to co-ordinated attacks.
- Take-point, covering fire, line-of-fire and fire-at-will AI fundamentally improved.
- Listen out for 'the invisible enemy' – sometimes, your hearing is as important as your vision.
- Awesome period soundtrack including the likes of Jefferson Airplane and the mighty Rolling Stones.

Why not visit the official *Conflict: Vietnam* website at:
http://www.conflict.com/



GAME CONTROLS

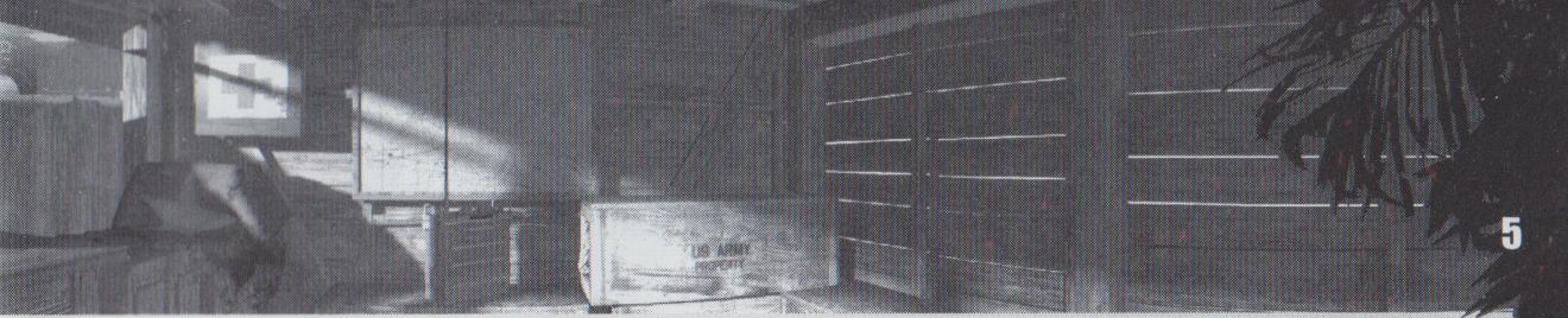

PlayStation®2 [front panel]
disc tray
MEMORY CARD slot 2
MEMORY CARD slot 1
⏻/RESET button
⏻ indicator
⏏ indicator
⏏ button
Ψ USB connectors
S400 i.LINK connector
controller port 2
controller port 1


L2 button
L1 button
R2 button
R1 button
SELECT button
START button
right directional button
up directional button
left directional button
down directional button
ANALOG mode button
left analog stick
L3 button
□ button
△ button
○ button
✕ button
mode indicator
right analog stick
R3 button
SONY
PlayStation
SELECT
START
ANALOG
DUALSHOCK 2

Menu Navigation

Use these controls in *Conflict: Vietnam*'s menus:

Highlight option
Confirm highlighted selection
Alter menu value
Go to previous screen
Save any changes made in an options screen



Move Soldier Controls

Move Selected Soldier Forward/Backward	left analog stick	**UP/DOWN**
Move Selected Soldier **Left/Right** (strafing)	left analog stick	**LEFT/RIGHT**
Rotate Selected Soldier **Left/Right**	right analog stick	**LEFT/RIGHT**
Look **Up/Down**	right analog stick	**UP/DOWN**
Lean **Left/Right**	directional buttons	**LEFT/RIGHT**
Change Stance from Stand to Crouch	**Press** ◎ button	
Change Stance from Stand to Prone	**Hold** ◎ button	

Tip: *Crouching or prone (lying down) stances offer more accuracy when firing a weapon and present a smaller targeting profile to enemy units.*

Weapon Controls

Fire Selected Weapon	R1 button
Jump to Other Possible Targets	L2 button
Move Weapon Crosshair	right analog stick

Tip: *Auto-targeting is very effective, early on.*

Quick-throw Grenade	R2 button
Lob Grenade	right analog stick **UP/DOWN** to adjust angle of throw

Tip: *To 'cook-off' a grenade hold the R2 button and watch timer at bottom of screen. Release R2 button when you want to throw it.*

Squad Orders

You can control every soldier in your squad individually or control your squad of soldiers as one. Hold the L1 button to issue the following team and individual orders:

Switch Control to Next Soldier	directional buttons **UP/DOWN**
Team Change Stance ('Get Up'/'Take Cover')	R1 button
Team 'On Me'	Team 'Hold Position' R2 button
Highlighted Soldier 'On Me'	⊗ button

Tip: *Use this order to call a medic, if you're down and MIA.*

Highlighted Soldier 'Fire-At-Will/Hold Fire'	▣ button
Highlighted Soldier 'Hold Position'	△ button
Orders Crosshair ON/OFF	◎ button
Move Orders Crosshair	right analog stick

Note: *If the Orders Crosshair is over certain objects, you can order another soldier to 'action' it. In this way, order squad members to eliminate enemy units, disarm trap/mine, pickup item, heal person, shield person and embark vehicle.*

Change Direction of Orders Crosshair Arrow	left analog stick

Note: *The crosshair arrow points in the direction that the ordered soldier will face on completion of the issued order.*

Tip: *Any soldier following your orders adopts the same stance as the soldier you are controlling.*

First Person and Zoom Modes

Switch between First Person/ Third Person View	Click **R3** button (Press right analog stick in)
Zoom Aim (ONLY in First Person View)	Click **L3** button (Press left analog stick in)

Note: ***L3** button (Zoom Aim) functions after you equip a weapon with zoom function and enter Aim Mode (**R3** button).*

Pause Game and Mission Objectives

Pause Game/Open Pause Menu	**START** button
View Mission Objectives/Map	**SELECT** button

Inventory Controls

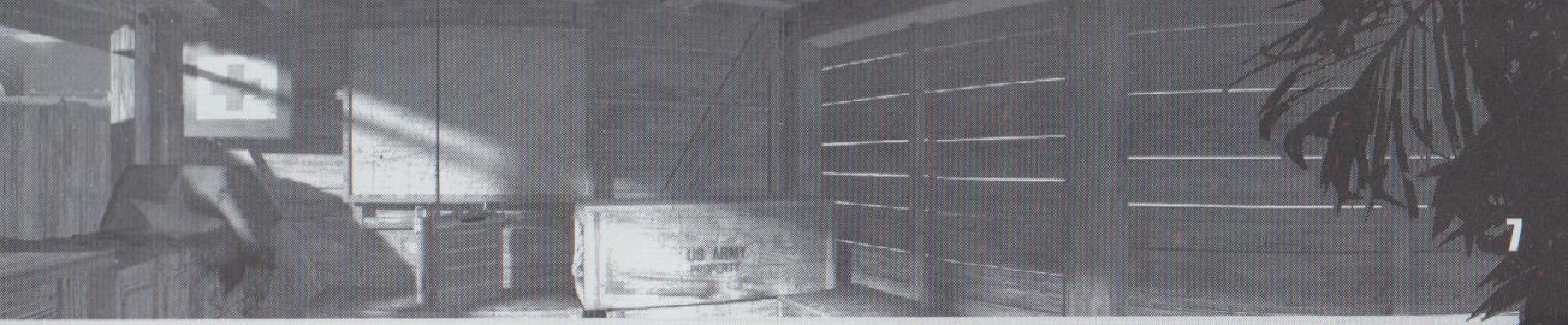
The Inventory lets you access items and weapons from the selected soldiers pack and webbing.

Open Inventory

Hold △ button then:

Move through Equipment Selection	directional buttons **UP/DOWN**
Jump to Top/Bottom of Inventory	L1/L2 buttons
Jump to Main Weapon	R2 button
Jump to Frag Grenade	○ button
Jump to Smoke Grenade	□ button
Give/Take Menu	✕ button + R1 button

Note: *Inventory colour turns orange if you are giving items.*



Vehicle Controls

Accelerate	left analog stick **UP**
Brake/Reverse	left analog stick **DOWN**
Steer	left analog stick **LEFT/RIGHT**
Change Position in Vehicle	**Hold** △ and directional pad **UP/DOWN**
Enter/Exit Vehicle	⊗ button

> **Note:** *The controls described above are the default controls only. To swap to another pre-defined controller configuration open the PROFILE Menu from the Options Menu.*

SETTING UP THE GAME

Use the below section to start playing *Conflict: Vietnam* quickly and easily.

Main Menu

This is the headquarters of *Conflict: Vietnam*. You access all game modes from this menu and return here when you finish playing a game mode.

SINGLE PLAYER – Select for a single player game, where you control the squad of four soldiers.

MULTI PLAYER – Choose for a chance to share responsibilities with another buddy.

OPTIONS – Adjust and edit various profile, control, gameplay and audio-visual options (See *Options* on p.24).

Playing for the First Time

The first time you play, you should create a new profile.

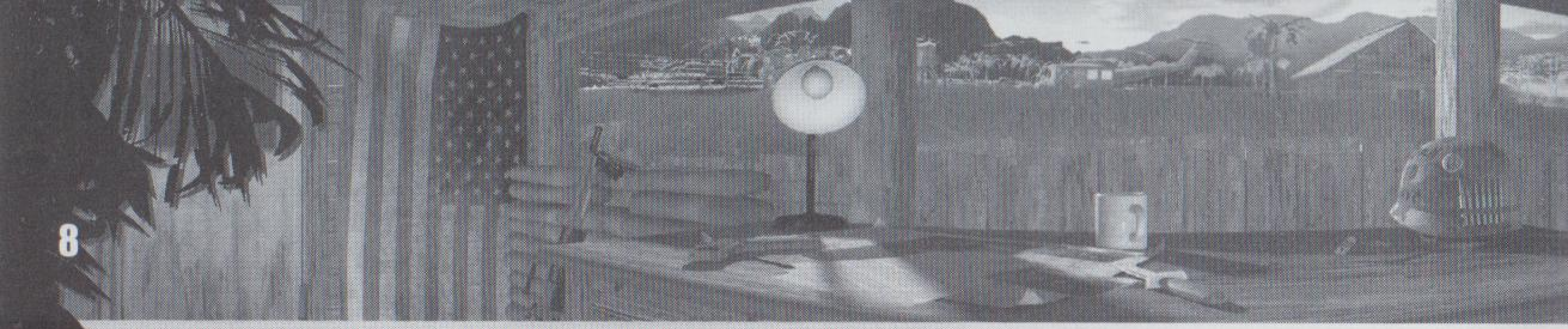
Create Profile and Start a New Game

When you start the game, use the directional buttons to highlight DEFAULT PROFILE then press the ⊗ button.

> **Note:** *If you have played before, select the memory card (8MB for Playstation®2) you saved your profile to.*

Now, choose NEW GAME, press the ⊗ button and your adventure can begin.

> **Note:** *If you already have a saved game, select LOAD GAME (See Saving and Loading on p. 25).*



Difficulty Settings

Combat virgins might choose EASY, enemy units are less skilled and tenacious. NORMAL is for all those gamers out there who like a challenge. HARD is only recommended for replaying the missions or for the very skilled gamers amongst you.

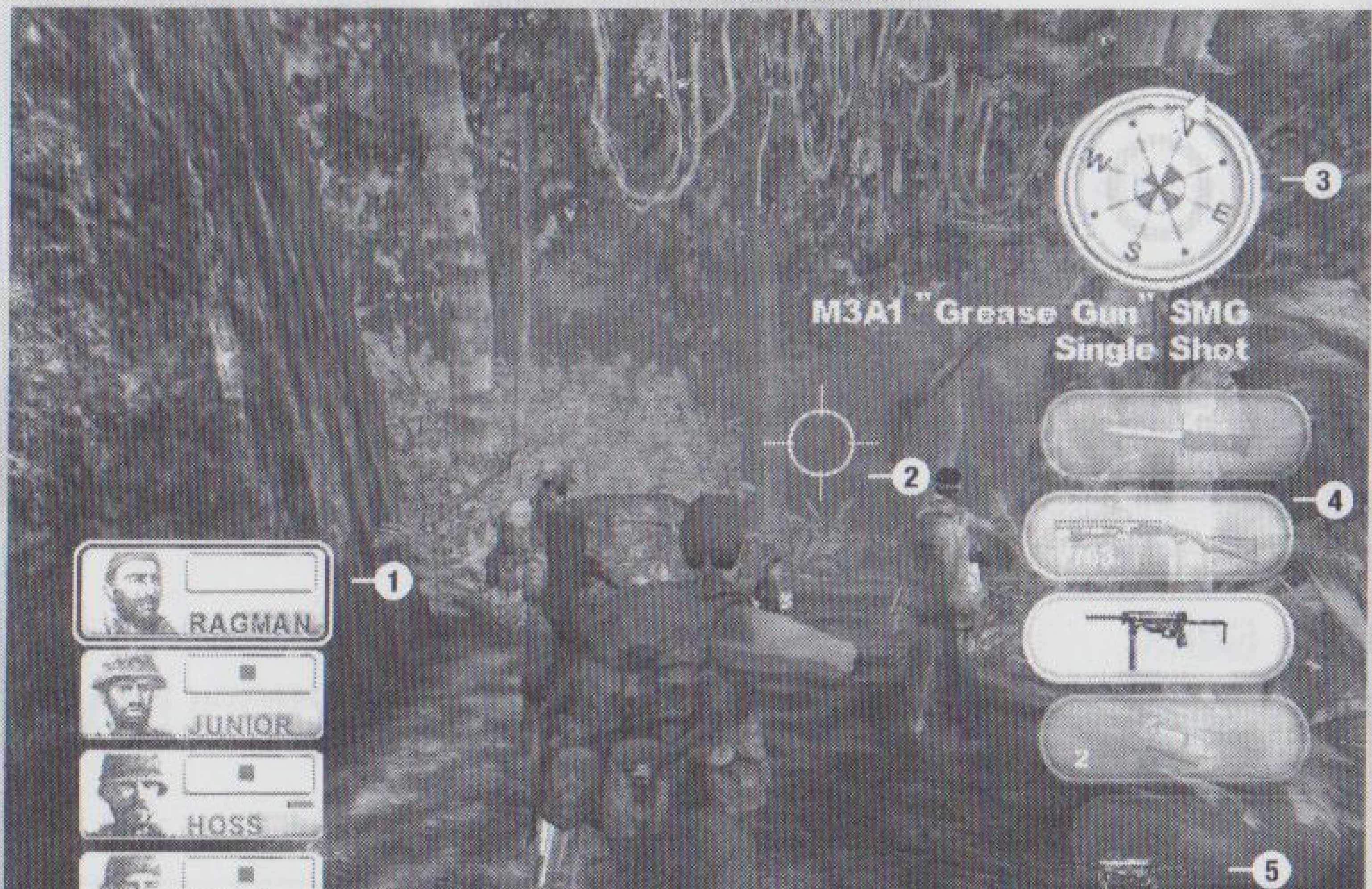
- For assistance with the game's first level, see *Ghost Town – Getting Used to Life in 'Nam* on p.12.
- Directly below are details relating to the main game screens.

THE GAME SCREENS

In the heat of a firefight, you need to know what's up – fast! Familiarise yourself with the icons on the in-game screen so you can keep the upper hand in a skirmish or prepare better during the next break in the action.

> **Tip:** *Remember, you should also be using your ears to pick up invaluable information about your surroundings. The jungle will give up secrets if you listen carefully.*

Screen Displays



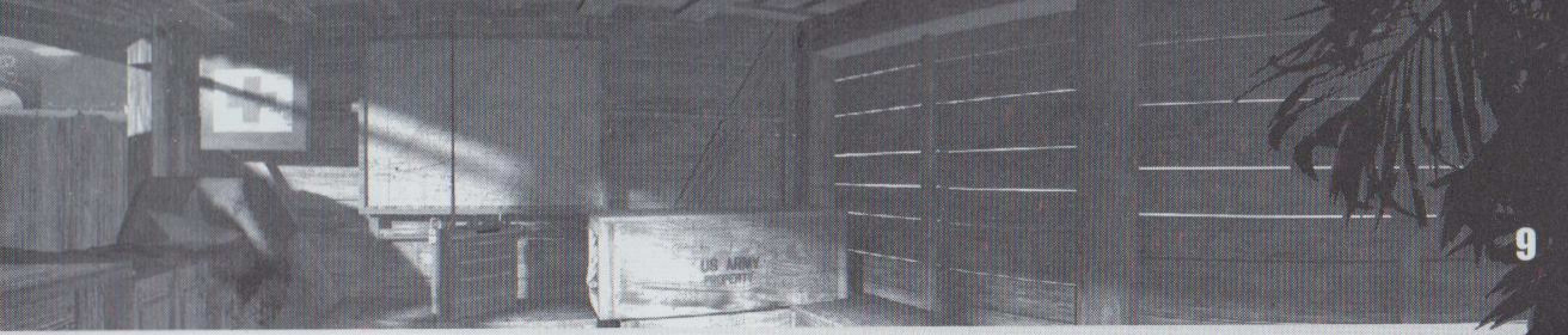
Control Panel – selected soldier has a white border to his panel

1 Health Bar
2 Aiming Cursor
3 Compass/Radar
4 Inventory
5 Current Weapon
6 Ammo Clip/Items or Rounds Remaining

The Soldier

In third person view, the selected soldier is centred in the lower half of the game screen. To switch to Aim Mode press **L3** button and you can see the action through his eyes.

- To switch your control to a new soldier, press directional buttons **UP/DOWN**.



The Control Panel

Shows the status of your whole squad at a glance. Each panel shows the soldier's nickname, his health status, and a mug shot, which flashes when he speaks.

- The white flashing highlight around the soldier's control panel indicates which soldier you are controlling.

The pulse icon indicates the currently selected soldier.

In addition, the following icons help keep track of the orders you have issued to the rest of your Squad. See *Ordering Your Squad* on p. 18 for a full run down of controlling your gang of four like a true vet.

Indicates that a squad member is holding position on your orders.

Indicates that a squad member is following your lead and staying close.

Indicates that the squad member will engage the enemy when they see them.

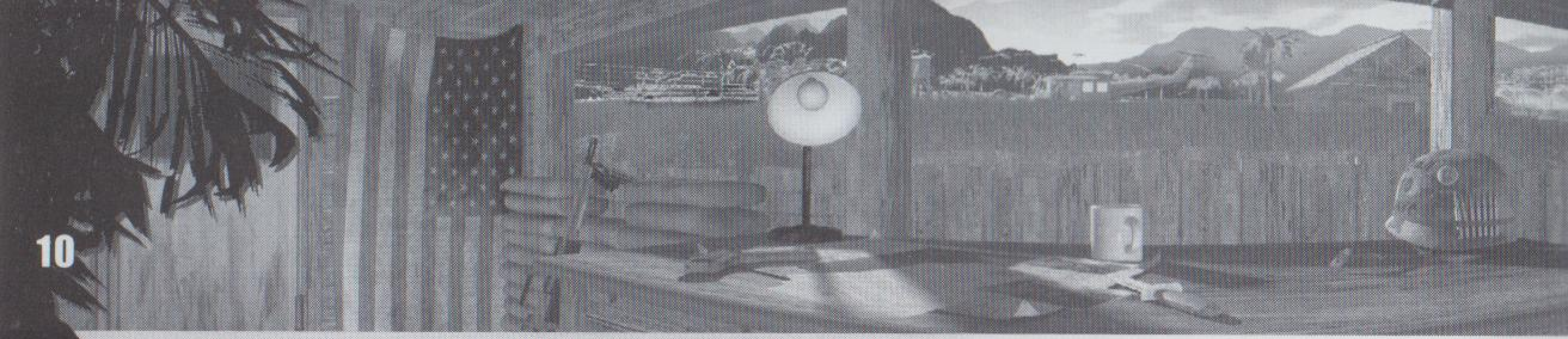
> **Note:** *If there is no target icon on the left side of the control panel, this indicates that the squad member(s) will hold their fire, unless fired upon.*

Indicates that the soldier is advancing to a location pre-defined by you.

Indicates that the squad member is protecting someone or something after your command.

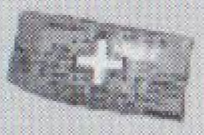
Indicates that the squad member is taking the role of medic to heal another squad member.

Indicates that the squad member is disarming a booby trap.



Health and Healing

Each soldier's health is displayed by a yellow bar. As a soldier gets injured, the yellow portion of the bar shrinks. A completely red control panel means the soldier is down and wounded. Such soldiers are deemed 'MIA' (Missing In Action). If a soldier suffers poisoning of any sort, a green bar appears.



Heal MIA and poisoned soldiers using a Medical Field Dressing, which can be equipped from your selected soldier's Inventory (Using Your Inventory on p. 14). There are a few possible methods to heal MIA soldiers.

1. Equip a Medial Field Dressing and approach the injured soldier and press the ⊗ button when the flashing text 'HEAL <SOLDIER'S NAME>' appears.

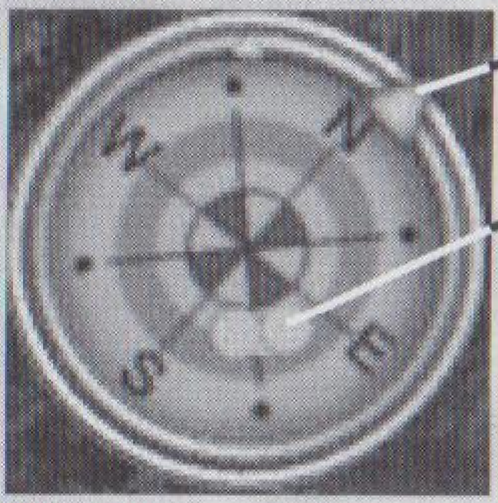
> **Note:** *This can also be completed in Aim Mode.*

2. Select the MIA soldier (note his red control panel) then use team orders (L1 button + ⊗ button) to call another Squad Member to his aid.
3. Use the Orders Crosshair (L1 button + ◉ button) and send another Squad Member to do the dirty work (see *Action Cursor* on p. 14).

> **Note:** *Leave a seriously injured soldier too long without treatment and he'll die. If any of your squad dies, the mission is a failure.*

Tip: *Soldiers not under your direct control automatically heal themselves if they become severely wounded – but only if they have a Medical Field Dressing in their Inventory.*

Compass/Radar

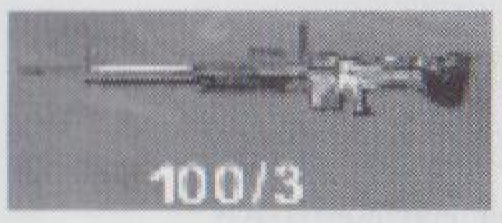


Objective Arrow – follow to reach next primary objective
Currently Selected Soldier
Green Blips = Squad members/Identified 'friendlies'
Red Blips (not shown) = MIA units]

The compass in the top right of the screen shows the compass heading that the selected soldier is looking in (or moving towards). You can use the compass in conjunction with the map (**SELECT** button) and the visible terrain to navigate through the landscape more safely.

IMPORTANT:
The green arrow marker shows the direction to the next mission-related objective.

Current Weapon

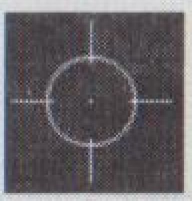


An image of the selected weapon, or object in hand, is shown on-screen (lower right).

Ammo Clip/Ammo/Number of items

The first figure is number of rounds (bullets) remaining in the loaded clip (magazine) while the second number is the total number of clips held in the selected soldier's pack/Inventory. For weapons without a clip, such as the shotgun, the second figure is the total number of rounds. In the case of single use items (such as grenades) the total number is shown.

Aiming Cursor



An 'aiming cursor' sight is shown for a currently selected weapon. The type of sight alters depending on the weapon chosen.

L2 To cycle between targets in default (3rd person view), press the L2 button.

R3 Changing to Aim Mode (press **R3** button) reveals a more detailed view but you cannot cycle targets.

R3 To zoom the sight in further (if the weapon has a secondary zoom), press **L3** button.

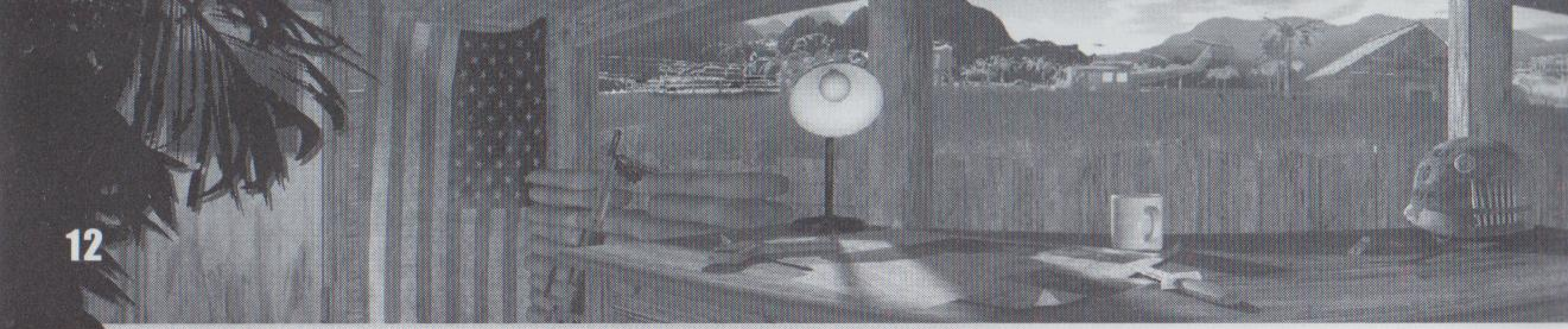
> **Note:** *You may prefer to switch the gun sight off. You can do this within the PROFILE section of the OPTIONS Menu. See Edit Profile Preferences on p.26 for details.*

Flashing Text and the ⊗ button

Any flashing text and ⊗ button appearing on the lower right of the game screen indicates that you can perform the named action because you are next to something or someone you can interact with.

⊗
- Press the ⊗ button (or Action button) to complete the action.
- For example, if you approach another soldier, you'll see the text 'TALK' flashing. Press the ⊗ button to start a conversation.

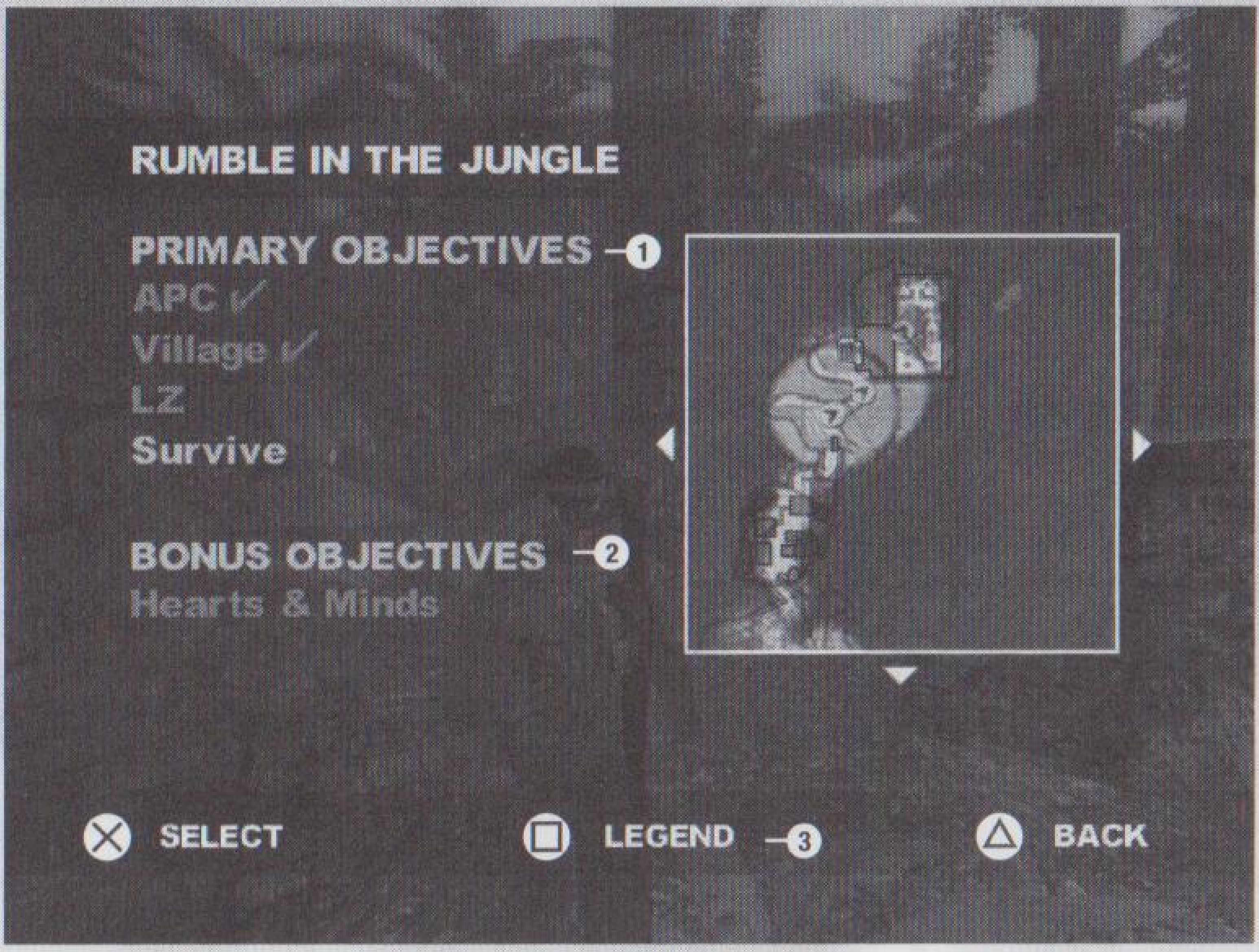
> **Note:** *See The Action Button section on p.14 if you need more detail.*



MAP OBJECTIVE MENU

⏻ Press **SELECT** button to halt the action and view the Map/Objectives screen. This is a detailed breakdown of your mission objectives and current location. Crucial to your progression through the game is the completion of objectives.

- As you complete each objective in a mission, a confirmation message appears across the top of the screen.
- Additionally, the objective is ticked off on the Map/Objectives screen.



1 Primary Objectives are mission critical and must be completed

2 Bonus (Secondary) Objectives are not critical to your mission's success but can provide useful extra skill points and equipment, if completed

3 Select LEGEND for an explanation of all the icons used on the map

- To get a more detailed explanation of an objective, use the directional buttons to highlight objectives then press the ⊗ button.

Once mission objectives are completed, await further orders.

Tip: *Many missions can only be completed by getting your whole squad to an extraction point. Extraction points are often marked with a coloured smoke grenade to help you locate them.*

PAUSE MENU

⏻ Press the **START** button to pause/un-pause the game, during a mission.

RESUME GAME – Return to the game.

CHARACTER STATS – View the latest statistics on each of the game's four controllable characters. See *Character Statistics* on p. 21 for more information.

LOAD GAME – Load a saved game from a memory card (8MB for PlayStation®2). See *Saving and Loading* on p. 25 for details.

SAVE GAME – Save the game to a memory card (8MB for PlayStation®2) at the point you paused the game. See *Saving and Loading* on p. 25 for details.

RESTART MISSION – Return to the beginning of the level and start again.

OPTIONS – Adjust various gameplay, audio and screen options. See *Options* on p. 24.

HELP TEXT – Review all on-screen tips issued so far. Great, if you missed a hint, tip or piece of training, first time.

QUIT TO MAIN MENU – End your current mission and return to the Main Menu.

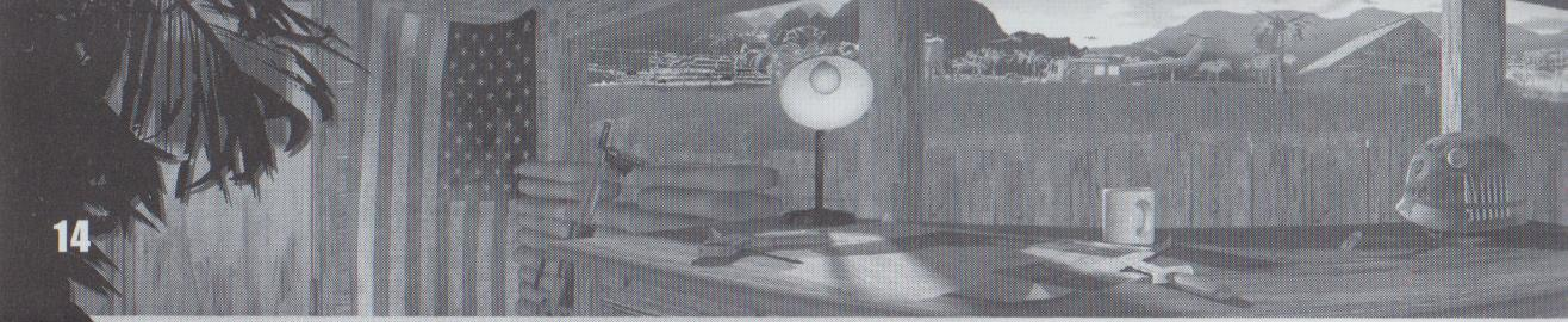
GHOST TOWN – GETTING USED TO LIFE IN 'NAM

Note: *Use the below section to help you through your first day in Ghost Town, if you're new to the Conflict series.*

As Private Harold Kahler, you are dropped fresh and wide-eyed in the war zone, as a medic in the 101st airborne's base, 'Ghost Town'. Use this level and the below sections to get to grips with the controls, weapons and the crazy world of the Vietnam War.

"Make sure you pay attention in Ghost Town,
there's one helluva a lot to learn for a 'cherry' like you, Private Kahler."

IMPORTANT NOTE:
Folks you talk to may well use the nickname 'Cherry', to remind you of your virginity in the combat zone. Official announcements will use your given name – Kahler.



Movement

Learn the basics of movement by following the compass bearings in the top right corner of the game screen.

↑↓←→ To move around the game world, use the left analog stick **UP/DOWN/LEFT/RIGHT**.

- Notice that the further you push the left analog stick, the quicker Kahler advances in that direction.

↑↓←→ To turn and look up and down, use the right analog stick **UP/DOWN/LEFT/RIGHT**.

Note: *Refer to the 'Move Soldier Controls' section of the Game Controls on p.5 for full details on movement.*

The Action Button

When the soldier you are controlling approaches objects, items and people he can interact with, flashing 'Action' text appears in the bottom right of the screen.

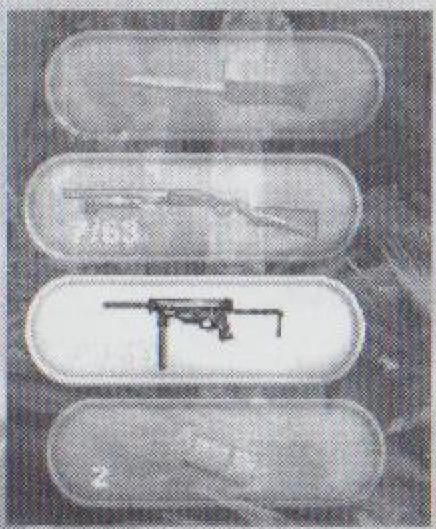
- Press the ⊗ button to perform the displayed action. Turn away and the option disappears.

Other Possible Actions using the ⊗ button include:
OPEN (door), PICK UP (item), HEAL (Squad member) – if the selected soldier has a Medical Field Dressing in his hand, GIVE (items to a friendly soldier), TAKE items from a downed soldier, EMBARK/DISEMBARK (weapons and vehicles), DISARM a booby trap and USE other Inventory items.

Tip: *This is not a complete list. Explore each level thoroughly to discover all of its secrets.*

Note: *Exploring the base and talking to other soldiers is invaluable in helping you to acclimatise and to perhaps find bonus items.*

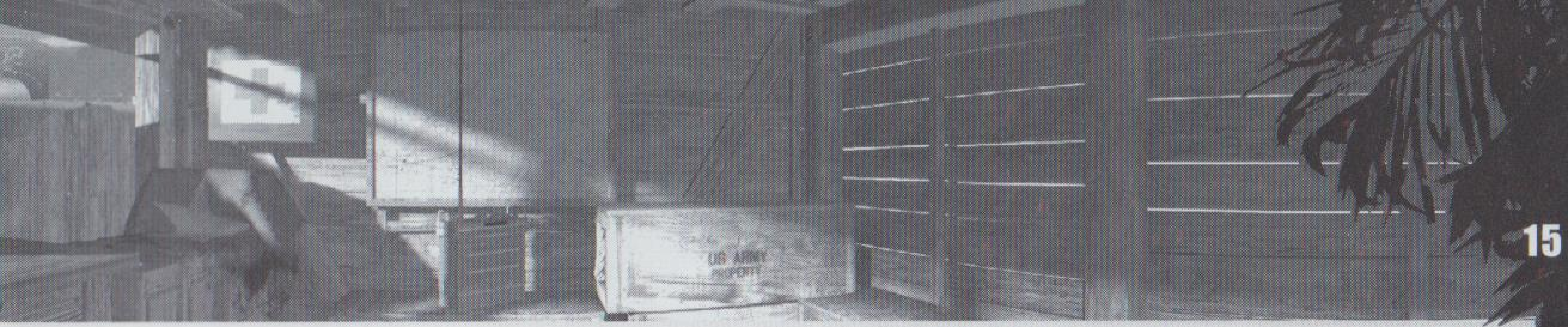
Using Your Inventory



Each soldier in your squad has a pack, which contains all his equipment, weaponry and ammunition. The onscreen representation of the contents of each pack is known as the Inventory.

Finding and Picking Up Objects

As you explore the mission area, you can often find spare weapons and ammunition, as well as mission-critical objects such as dossiers, weaponry or even explosives caches.



Medical Field Dressing

'Pick ups' can be spotted by the golden glint they emit.

1. To pick them up for your use, approach close to the item so that the flashing Action message appears, giving you detail on the object.
2. Should you decide you want it, press the ⊗ button to pick the item up. It is now accessible from your Inventory.

Note: *Each soldiers pack has a limited capacity. If you cannot pick up an item with a soldier, it means his pack is full. With certain weapons you may get the option to 'SWAP'. If you hold the ⊗ button, your soldier drops the currently selected weapon and picks up the one on the ground.*

Tip: *If one soldier's pack is full, why not select another soldier and get him to pick it up instead?*

Opening The Inventory and Equipping Items

Key to your skill as a soldier is getting your hands on the right bit of equipment – fast.

1. Press and **hold** the △ button.
2. Keep △ button held down then press the directional buttons **UP/DOWN** to highlight the item you want the soldier to equip.
3. Release the △ button and the item appears in the soldiers hands.

- For a full list of Inventory short cuts, see *Inventory Controls* on p.6.

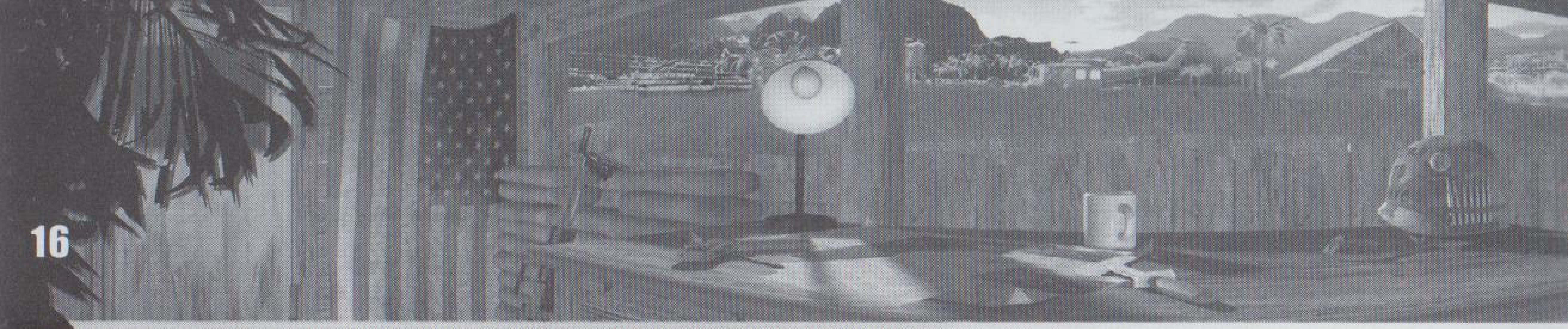
Note: *You cannot move with the Inventory open.*

Giving Inventory Items

Your soldiers can pass items to one another. For example, if one squad member is out of ammo, or doesn't have his favourite weapon have another soldier give him what he needs. Here's how you do it.

1. Approach the soldier you want to give an item to and flashing Action text appears 'GIVE TO <SOLDIER NAME>'. **Hold** the ⊗ button and the Inventory opens – notice it is tinted orange.
2. Use the directional buttons **UP/DOWN** to ensure the item you want to give is highlighted then press the R1 button.
3. If you have more than one of an item type, press the R1 button repeatedly to pass more to the other soldier.

Note: *Each soldier can only carry one of each weapon type (See Weapons of the Vietnam War on p.31). If you GIVE a weapon, this may result in the other soldier SWAPPING another weapon back.*



Using Projectile Weapons

Key to your effectiveness as a soldier in the combat zone is the ability to use weapons efficiently.

Trigger Button

R1 To fire the selected weapon, press the **R1** button.

Multiple Targets/ Automatic Targeting

In certain combat situations there may be multiple hostile targets on-screen at the same time. Automatic targeting helps you to make the right choices in the heat of battle, by targeting the enemy that presents the greatest threat to you, first.

L2 To cycle through all current targets, press the L2 button.

Note: *Automatic Targeting cannot always differentiate between a civilian and a guerrilla. You'll have to make those tough calls yourself.*

Multiple Firing Modes

Some weapons, for example the M16 assault rifle, the "Grease Gun" SMG and the M60 GPMG, have multiple firing modes.

△ + R1 To toggle between firing modes, hold △ button and press the R1 button to toggle between modes.

IMPORTANT:
Notice that the text above the weapon in the Inventory changes to indicate which mode you have selected.

Aim Modes

Use Aim Mode for greater hands-on control or long distance sharp shooting.

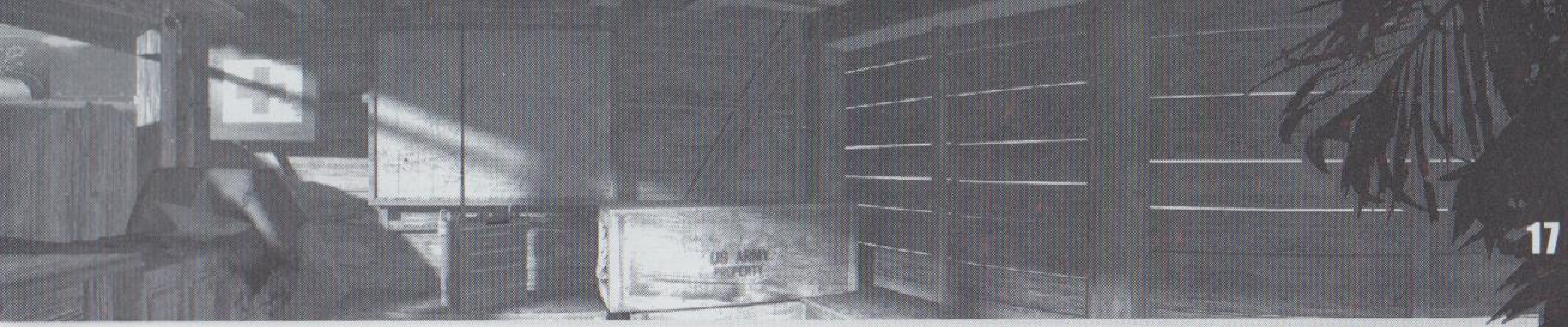
R3 To enter Aim Mode, press **R3** button (press the right analog stick).

R3 To move the sight, use the right analog stick.

Secondary Zoom

Most weapons have a secondary zoom, particularly useful for long-distance shots against stationary targets. Secondary zoom can only be accessed if Aim Mode has been activated.

R3
- To switch secondary zoom ON/OFF, press **L3** button.



Throwing Grenades

Some items, such as grenades, must be thrown in order to be effective.

Tip: *A badly thrown grenade can do more harm than good to your own squad. Be careful out there!*

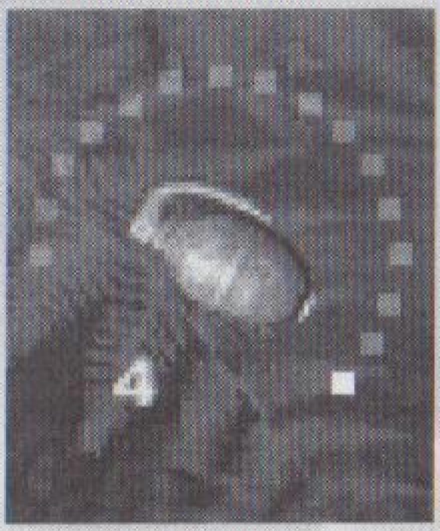
1. **Hold** △ button to open the Inventory and use the directional button to highlight a grenade from the Inventory list (say a Frag Grenade). Release the △ button and the grenade appears in the soldier's hand.
2. Now, press the R1 button to pull the pin and throw the grenade (grenades are either timed or explode on impact).

Note: *In Conflict: Vietnam, your squad often come up against battle-hardened V.C and North Vietnamese soldiers, who'll attempt to throw back grenades. This can have catastrophic consequences!*

Tip: *Press and release the* R2 *button to chuck a grenade, on-the-fly.*

Cooking Off a Grenade

'Cooking Off' timed grenades is a trick that experienced soldiers use when they absolutely positively must cause maximum carnage with minimal warning.



To cook off a grenade, and reduce the risk of a grenade being thrown back, press and hold R1 button. Your soldier pulls the pin, and holds onto the grenade. Release the R1 button and he throws it. Notice the 'cook-off timer' alongside, which gives a visual guide of time until the grenade explodes. If the circle's almost complete, get rid of it or suffer the consequences!

Note: *The Quick Grenade button* R2 *functions in the same way. Hold to cook off, release to throw the grenade.*

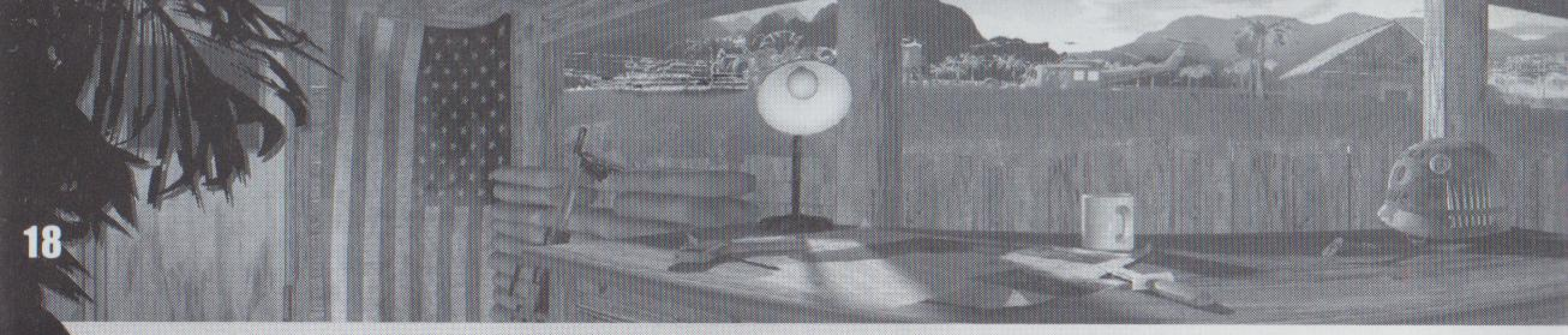
Lobbing Grenades

To throw grenades much further away you must 'lob' them by aiming upwards.

L3 Use the left analog stick to aim upwards.

Disarming Booby Traps

In the Vietnam War the the North Vietnamese Army (N.V.A) and Viet Cong (V.C) became expert at building and setting booby traps to maim, incapacitate or even kill opposition soldiers. While you're in the combat zone, keep your eyes peeled for traps at or near ground level.



- To disarm a booby trapped device, use the Orders Crosshair to highlight the business end of the trap then send your most experienced soldier to diffuse it.

> **Note:** *Watch the disarming bar for an idea of how long you have to diffuse it! If the bar has reached the red section, you cannot abort the procedure without a potential disaster!*

- Alternatively, approach close to the device and press the ⊗ button when DISARM appears.

Squad Orders

"Listen up, soldier, Warman will teach you the basics but below,
you can review the details, whenever you need to."

Learning how to control the squad allows you to play to each of the individuals' strengths and skill-sets and to ultimately take the battle to the V.C. Without using the whole squad, your mission is almost impossible.

- See 'Team Orders' part of the *Game Controls* on p. 4 for concise controls or below, for a detailed explanation.

L1	Hold the **L1** button to use the following team orders.
↑↓	Use the directional button **UP/DOWN** to move the highlighted soldier cursor to another soldier.

IMPORTANT:
Hold the L1 button whenever you are issuing orders to another member of your squad, or the squad as whole.

Team Orders

These are orders that can be issued to the other three members of the squad by the controlled soldier.

Team 'On Me'/Team 'Hold Position' Toggle R2 button

▶▶	**Team 'On Me'** order rallies the rest of your squad to your position on the double.
■	**Team 'Hold Position'** order to have the squad remain in the current location, whatever happens.

Team 'Get Up'/ 'Take Cover' R1 button

Use the R1 button to have your team up and running or down in the dirt taking cover from enemy fire.

Individual Orders

You can also issue the following individual orders to the soldier next to the highlighted soldier cursor.

▶▶ **Highlighted 'Soldier On Me'** ⊗ button

⊙ **Highlighted 'Soldier Fire at Will/Hold Fire** ■ button

A soldier ordered to 'Fire at Will' shoots whenever he sees an enemy unit. If ordered to 'Hold Fire', the soldier only shoots at enemy units if they pose a direct threat to him or another member of the team.

■ **Highlighted 'Soldier Hold Position'** △ button

The Advance Orders Crosshair

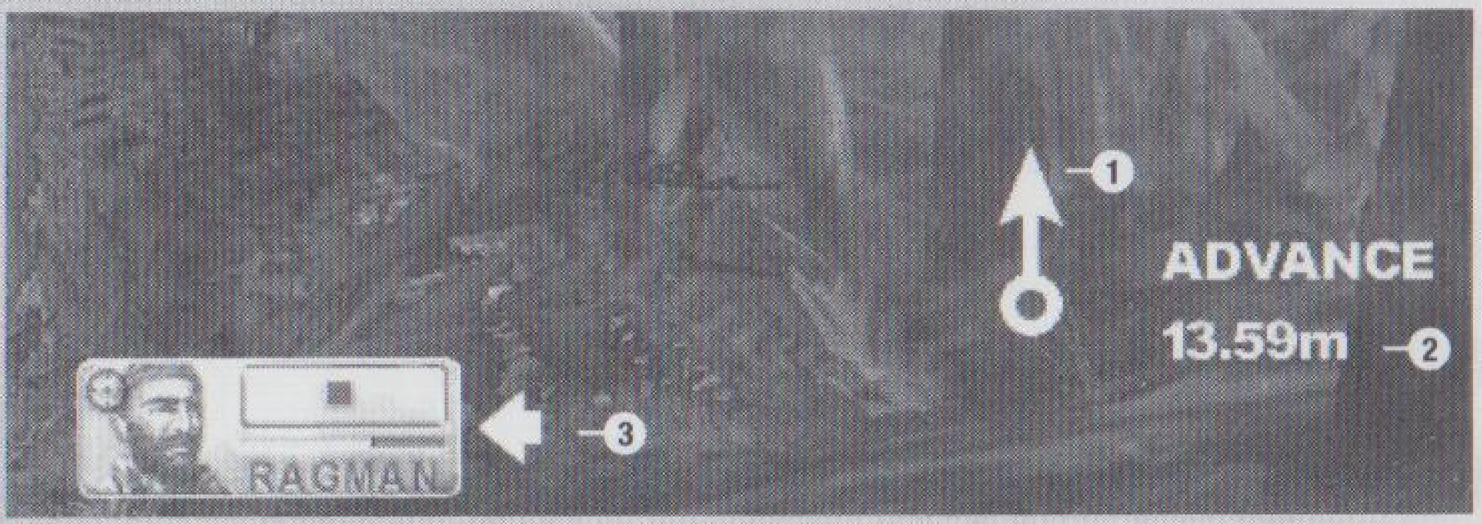
The Advance Orders Crosshair can be used to direct other members of your squad to a pre-defined location.

L1 + ◎ To bring up the 'Orders Crosshair'. Hold L1 button, then press ◎ button.

Next, directional button **UP/DOWN** to choose the soldier you're giving the order to.

R3 To move the crosshair to the desired location, use the right analog stick.

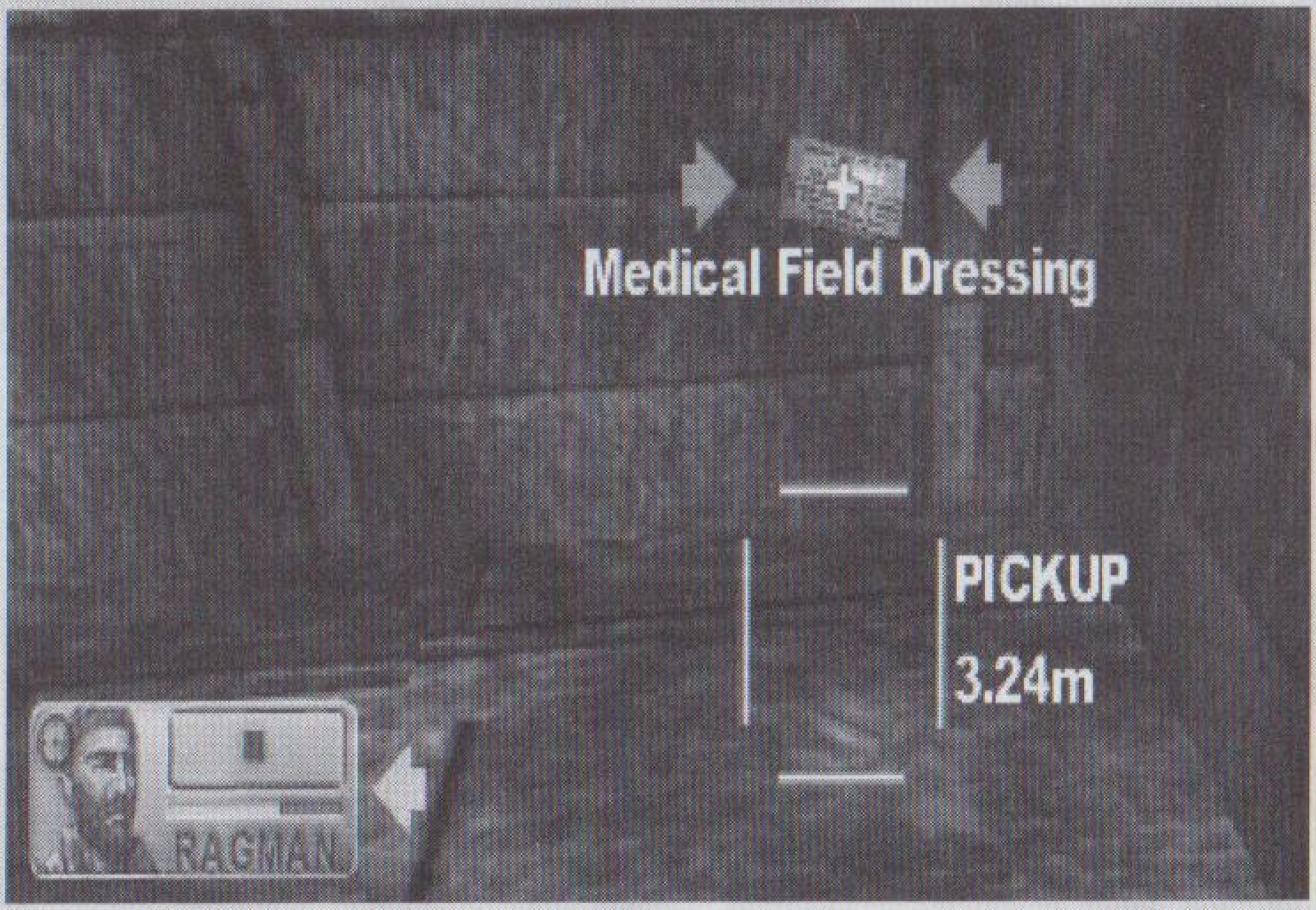
◎ When you press the ◎ button again the order is carried out.


①
ADVANCE
13.59m
②
RAGMAN
③

① Arrow indicates direction soldier will face upon completion of order (left analog stick)
② Distance to destination in Metres (right analog stick)
③ Control Panel arrow indicates which soldier has been selected to carry out order (directional buttons **UP/DOWN**)]

The Action Cursor

If you move the crosshair over another soldier or object, the crosshair is replaced by an Action cursor:


Medical Field Dressing
PICKUP
3.24m
RAGMAN

As with the Action button, you can order the selected soldier to retrieve objects, kill an enemy unit, heal another soldier, embark into a vehicle or mounted weapon, disarm a booby trap or even shield another soldier.

Mission & Character Statistics

New to *Conflict: Vietnam* are skill points which allow you to build the strengths of your squad as you wish, based upon the experience they gain in combat.
Upon completion of a mission, the Mission Statistics Screen appears, showing details of the mission, objectives completed and the skill points awarded and deducted and the time taken to complete the mission.

You can also see how many of the secondary bonus objectives you have completed.

- To advance to the Character Stats screen, press the ⊗ button.

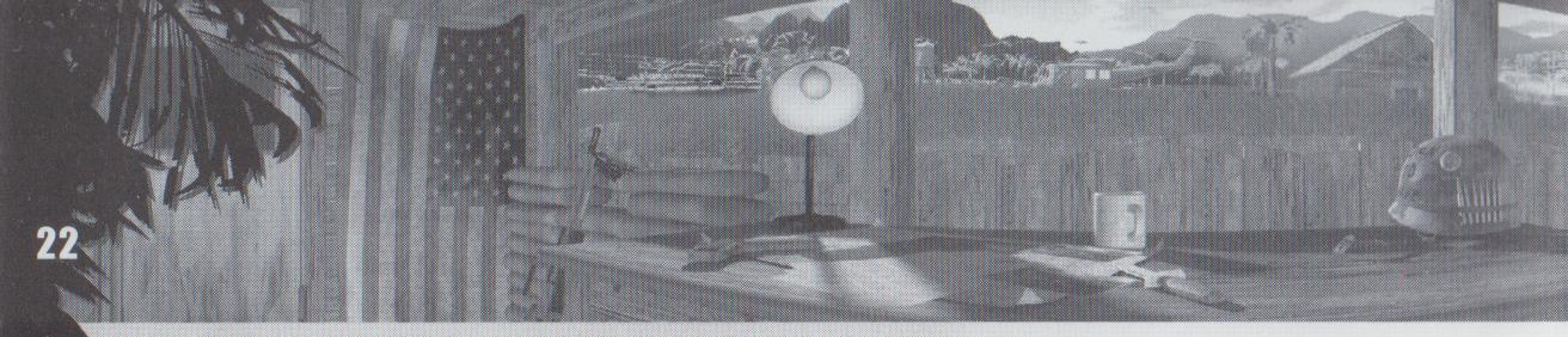
Allocating Skill Points

Allocate skill points to hone and fine-tune your gang of four into the airborne's finest squad! On completion of the mission, each member of your squad is awarded a proportion of the total skill points, based upon his individual exploits in the previous mission. You can dole them out as you see fit, or automatically assign them.

- Directional buttons **UP/DOWN** to highlight a particular skill. The figures on the left of the screen indicates how many skill points are needed to upgrade the skill and how many are available.
- Use the R1/L1 buttons to upgrade/downgrade, if the points are available.
- To move to the next soldier, use directional button **LEFT/RIGHT** and allocate points in the same way.
- To allocate points automatically (Auto assign), press the ⊡ button.

Once you have allocated points, press the ⊗ button to advance. You may CONTINUE without saving or SAVE GAME to continue, saving your progress.

> **Tip:** *Stealth kills, such as a silent knife attack or using a silenced weapon without drawing enemy attention are rewarded more highly than the high-risk 'gung-ho' approach. Soldiers who complete bonus objectives receive a skill points bonus.*



Using Vehicles

In several missions, you might find vehicles such as jeeps, trucks or tanks, which will help you to complete your mission.

See 'Vehicle Controls' on p. 22 for basic controls. Below is a more detailed description for using vehicles.

Entering and Exiting a Vehicle

Approach the vehicle so that the Action button text in the bottom right of the screen changes to 'EMBARK'. Press ⊗ button and the soldier gets into the vehicle.

> **Note:** *If a Squad Member is in a vehicle, press the ⊗ button and he'll get out of the vehicle (DISEMBARK).*

Tip: *If a vehicle is damaged, you might be able to repair it. To do this, you must first locate a spanner – this item can then be selected from the Inventory. Approach the side of the damaged vehicle and when 'REPAIR' action appears, press the ⊗ button to attempt a repair.*

Changing Position

Vehicles have up to four positions for your squad to occupy. An icon in the bottom-right of the screen indicates which position the active Squad Member is in.

- To change the position a Squad Member is in, hold down the △ button and press the directional pad **UP/DOWN** until the desired position is selected, then release the △ button. The position functions are as follows:

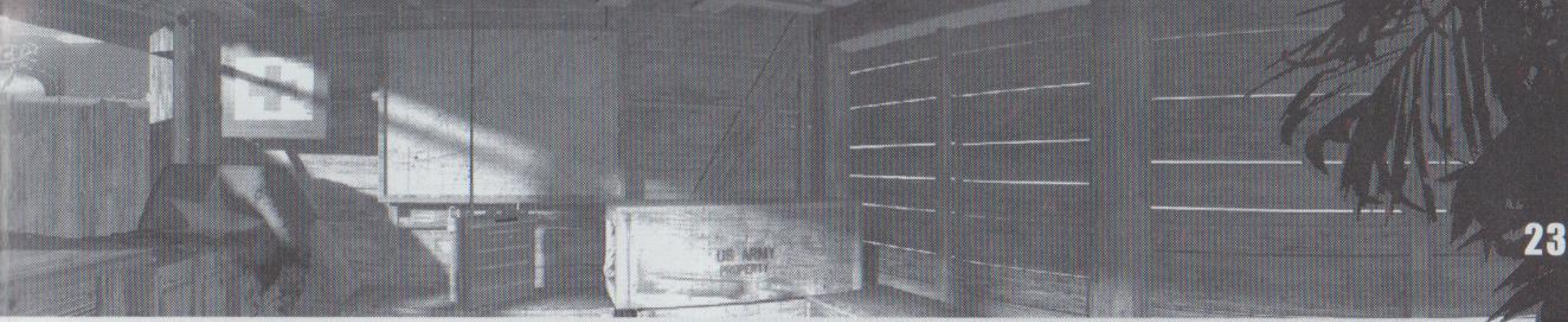
Positions

DRIVER - This Squad Member is responsible for driving the vehicle. Driving controls are described below.

MACHINE GUN/OTHER MOUNTED WEAPON – The soldier in this position mans the vehicle's machine gun. If this soldier is selected, you can aim the weapon using the right analog stick, and fire it by pressing the R1 button.

> **Note:** *Other vehicles have other types of mounted weapons, but these are aimed and fired in the same way.*

PASSENGER – While a passenger, a soldier cannot access his Inventory. On certain, open-sided vehicles, such as the Jeep, a passenger can also use his side arms, though his angle of fire may be restricted somewhat.



Driving the Vehicle

As you'd expect, the soldier in the Driver position controls the movement of the vehicle. If the driver is your selected soldier, you can control the vehicle.

- To make the vehicle accelerate, brake and reverse, use **UP/DOWN** on the left analog stick.
- To turn the vehicle left and right, use **LEFT/RIGHT** on the left analog stick.

> **Note:** *In vehicles with mounted weapons, you can use the weapon in tandem with controlling the vehicle, if one of your squad is in the gunner position. Move the right thumbstick to aim the weapon.*

Multiplayer Mode

Conflict: Vietnam can be played in Multiplayer Mode and supports up to two players on the same console. In two-player mode the screen is split down the middle and each player can control up to two soldiers in a mission.

Getting Started

1. Make sure that console is off.
2. Insert extra controller.
3. Turn on power and load the game as normal.
4. MULTIPLAYER can now be selected from the Main Menu screen and you enter the Multiplayer Campaign where you can begin a new campaign or load a saved Multiplayer game.

4. Select a Difficulty Level.

5. Player 1 chooses (or creates) a profile first, then Player 2.

The Multiplayer game loads.

> **Note:** *If you want, you can play a saved single player game in multiplayer mode and vice versa. Ideal, if you need a friend to team up and help you through a particularly tricky situation.*

Options (Main)

To adjust various options within *Conflict: Vietnam*, highlight OPTIONS in the Main Menu and press the ⊗ button to advance.

- Use the directional buttons **UP/DOWN** to highlight options.
- Push the left analog stick **LEFT/RIGHT** to reduce or increase values.

Options are grouped in the following sub menus:
PROFILES – Manage, create and edit saved player profiles from memory card (8MB) (for PlayStation®2). See '*Profile Preferences*' on p. 26.

CENTER SCREEN – Use the directional buttons to adjust the position of the image on your Television's screen.

REFRESH RATE – Choose TEST to see if your television supports the higher refresh rate.

WIDESCREEN – Push directional button **LEFT/RIGHT** if you have a wide screen television and you would like to play the game with widescreen: ON.

AUDIO – Adjust sound effects (FX) volume, music and sound output, depending upon the audio equipment you are using. *Conflict: Vietnam* supports Dolby Surround Pro-Logic II.

US ARMY
PROPERTY

Saving and Loading

In the flow of the game, you are prompted to save the game upon completion of a mission. However, you may wish to save your progress during a mission.

Saving a Game

1. Press the ⊗ button and use the directional button to highlight SAVE GAME. Press the ⊗ button.
2. Now choose the Memory Card slot you want to save to.

Note: *Only slots with memory card (8MB) (for PlayStation®2) inserted are selectable.*

3. Now, choose the slot you want to save your game to. If there are no spare slots, you can overwrite a previously saved game, though overwritten data will be lost.
4. Press the ⊗ button to save the game, then select YES and press the ⊗ button to confirm the save.

Loading a Game

You can load a saved game from the Single Player Screen or from the Pause Menu.

1. Use the directional button to highlight the saved game you want to load.
2. Press the ⊗ button to load the game.

Note: *Saved games can be accessed from any profile, so be sure to choose the correct one.*

Profile Management

Your Profile stores your settings, controls and progress in *Conflict: Vietnam* for individual users.

- Profiles can be accessed from the OPTIONS Menu in the Main Menu.
  Later, use this menu to load another profile, edit old profiles and save your changes.

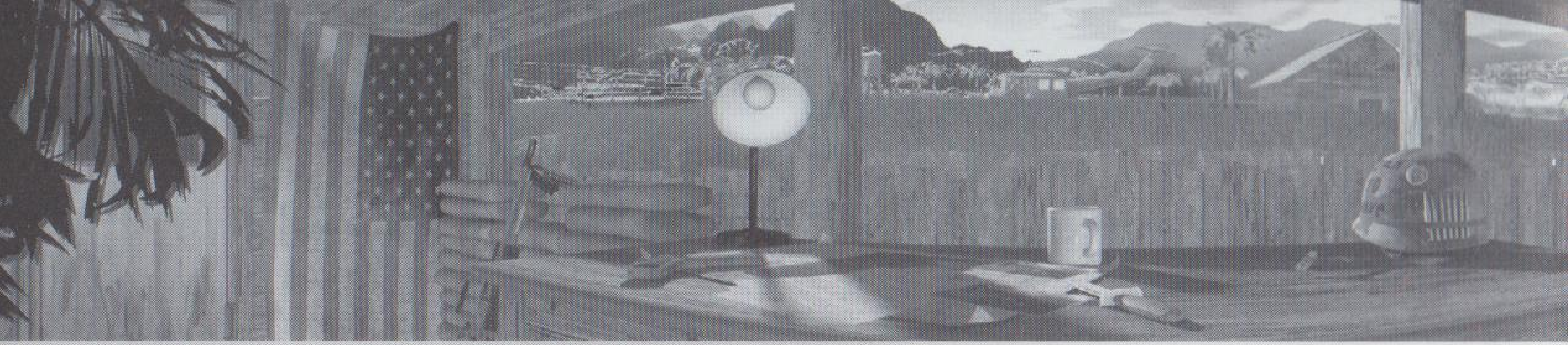
Note: *Up to eight profiles may be saved, dependant on memory available.*

Note: *Conflict: Vietnam supports both MEMORY CARD slots.*

Note: *Never insert or remove a memory card (8MB) (for PlayStation®2) while loading or saving.*

To Create a New Profile

1. From the Main Menu, select SINGLE PLAYER and then choose DEFAULT PROFILE.
2. Your profile can be chosen from the inserted memory card (8MB) (for PlayStation®2) next time you play.



To Rename a Profile

1. From the Main Menu, use the left analog stick to highlight OPTIONS and press the ⊗ button to advance.
2. Highlight PROFILE and then use the left analog stick to highlight the saved profile that you want to rename.
3. Now, push the left analog stick **UP/DOWN** to ensure EDIT is highlighted. Press the ⊗ button to confirm.
4. Now use the directional buttons to highlight each character for your profile name. Press the ⊗ button to confirm each letter.
5. Select DONE and press the ⊗ button when complete.
6. Your profile can be chosen from the inserted memory card (8MB) (for PlayStation®2) next time you play.

To Load a Profile

1. From the Main Menu, use the left analog stick to highlight OPTIONS and press the ⊗ button to advance.
2. Highlight PROFILE and then use the left analog stick to highlight the saved profile you want to load.
3. Now, use the left analog stick **UP/DOWN** to ensure LOAD is highlighted. Press the ⊗ button to select, then highlight YES and press the ⊗ button to confirm and return to the Main Menu.

Profile Preferences

Profile Preferences contain the following tweakable options. Defaults are in bold.

AUTO AIM ON/OFF – When OFF you can make all targeting decisions yourself, whilst controlling a soldier. Other members of the squad are unaffected by this change.

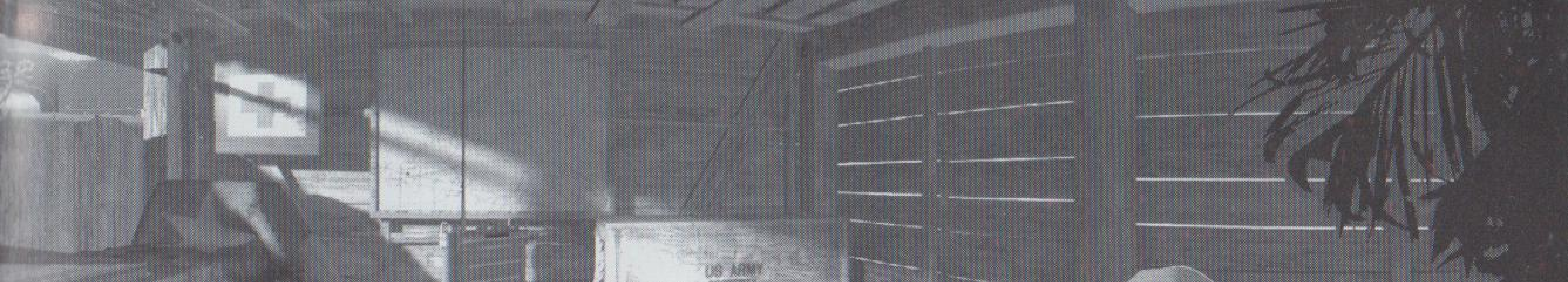
INVERT Y AXIS ON/OFF – When ON, pushing the right analog stick forward makes the selected solder look down and vice versa.

VIBRATION ON/OFF – Switch vibration off, if you don't wish to feel the bumps and knocks of life on the battlefield.

WEAPON SIGHT ON/OFF – Some users may find that turning weapon sights OFF gives a better field of view in the combat zone.

CONTROLLER LAYOUT – Choose from two possible controller configurations.

RENAME PROFILE – Select this option if you want to personalise your profile. See Renaming a User Profile, above for further detail.



YOUR SQUAD

Staff Sergeant Frank Wier

Name:	Frank Wier
Rank:	Staff Sergeant
Squad role:	Squad Leader, Rifleman
Height:	6'0"
Weight:	76kg
Build:	Muscular, Slim
Ethnicity:	White American
Age:	28
DOB:	March 29, 1940
Place of birth:	Chicago, Illinois
Nickname:	Ragman

Background:

Frank Wier was born into a blue-collar family of autoworkers. It was assumed that he too would follow in the footsteps of his father, and grandfather; but Frank had other ideas. He quickly tired of the drudgery that came with assembly line-work and opted instead to join the Airborne. When the war came, Frank was deployed in the early stages of US mobilisation, and has seen the conflict evolve into the bloody mess it is today.

Personality:

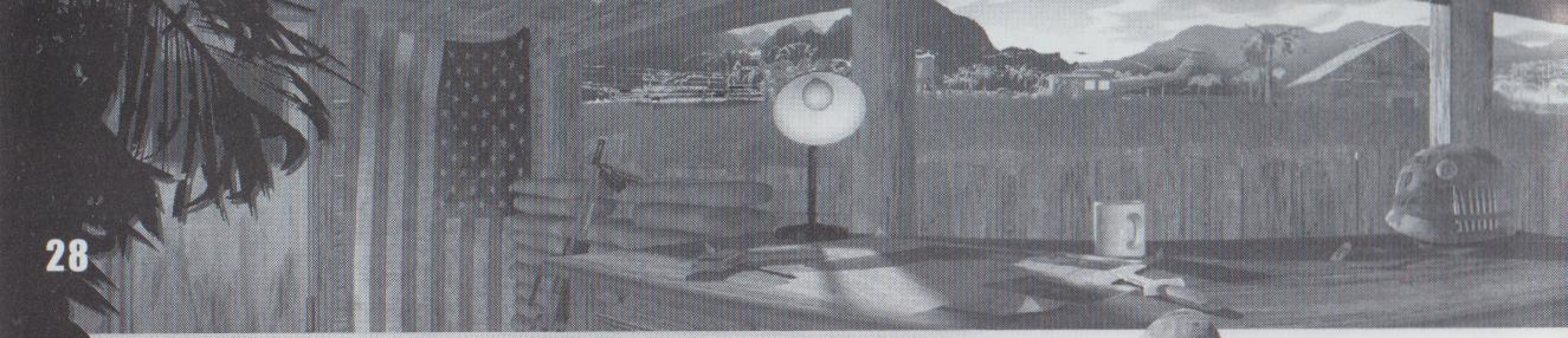
Frank is usually cool and calm under fire. However, when things go F.U.B.A.R, as is often the case in combat, he's been known to recklessly and fearlessly assault enemy held ground, pulling wounded men to safety and winning the battle through sheer bloody-mindedness. This disregard for personal well being and his heroism under fire has made him a widely respected and liked member of Bravo Company.

Speciality/Skills:

Already on his third tour of Vietnam, Frank is a brilliant combat leader and expert with all types of Assault Rifle and Sub-Machine Gun. He also is a crack shot with a pistol.

Preferred Weapons:

3A1 "Grease Gun" Sub-Machine Gun
CAR-15 Sub-Machine Gun



Corporal Bruce Lesh

Name:	Bruce Lesh
Rank:	Corporal
Squad role:	Sniper, Grenadier
Height:	5’11”
Weight:	71kg
Build:	Athletic, Slim
Ethnicity:	Afro American
Age:	23
DOB:	17 December, 1945
Place of birth:	Queens, New York City
Nickname:	Junior

Background:
The America that Bruce Lesh had always known was one of poverty and exclusion. Like thousands of other disenfranchised black youth, Bruce only believed he was destined for a life of petty crime or low-paid work. Drafted into the war in Vietnam, Bruce saw this dubious ‘opportunity’ as a route out of the ghetto. However, the reality of combat and the loss of many close comrades have soured this view and ‘Junior’, as he is known to his fellow soldiers, now only hopes to get out of this crazy mess in one piece.

Personality:
Bruce is ‘short’ on his tour of duty with only 30 days left before he is due to be shipped back to the US. This has made him prone to panic when under fire. He dislikes Will Shafer intensely, thinking him a white-trash fascist redneck who will likely get them all killed.

Speciality/Skills:
Bruce is the team’s expert shooter and grenadier. He also has some experience with explosives.

Preferred Weapons:
M14 Rifle with Sniper Scope
M79 Grenade Launcher (Blooper Gun)

Corporal Will Shafer

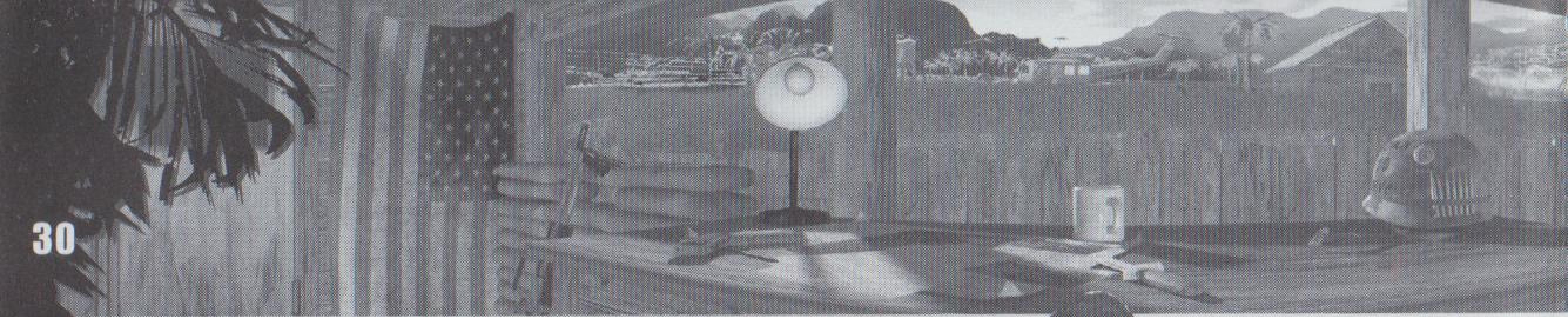
Name:	William Shafer
Rank:	Corporal
Squad Role:	Machine Gunner
Height:	6’2”
Weight:	107kg
Build	Large, Muscular
Ethnicity:	White American
Age:	24
DOB:	May 3, 1944
Place of birth:	Clay County, Alabama
Nickname:	Hoss

Background:
Born into a poor white farming community, Will’s world-view seemed destined never to pass beyond the borders of his home in Clay County. Then war arrived and he signed up with relish: the brutal guerrilla nature of the combat offers Will an outlet for all the pent-up frustration that life in an isolated and introverted community has instilled in him.

Personality:
Will Shafer is an aggressive and slightly unhinged individual. This is one soldier who has been ‘in-country’ too long and he’s prone to going berserk in the heat of combat. He is often at loggerheads with Bruce Lesh who he thinks is a smart mouthed son’ bitch who ought to learn his place. ‘Junior’s’ animosity stems, logically, from ‘Hoss’s’ narrow-minded worldview.

Speciality/Skills:
If its maximum firepower you are after then Will Shafer is the best man for the job. He can lay down withering amounts of 'hot lead' to keep the enemy suppressed, if he’s got his favourite weapon, the awesome M60 ‘PIG’.

Preferred Weapons:
M60 Light Machine Gun (PIG)
M72 Light Anti tank Weapon (LAW)



Private Harold Kahler

Name:	Harold Kahler
Rank:	Private
Squad Role:	Medical Corpsman
Height:	5’9”
Weight:	69kg
Build:	Athletic, Slim
Ethnicity:	White American
Age:	19
DOB:	July 6, 1949
Place of birth:	Kansas City, Missouri
Nickname:	Cherry

Background:

Harold Kahler is the all-American kid. From a proud, white-collar family who, through hard work, reaped the rewards of 1950s prosperity. Having spent a year at medical school, Harold has a degree of education that sets him apart from most of his fellow soldiers. The reality of the war in Vietnam is about to test this training and test his faith in the American dream.

Personality:

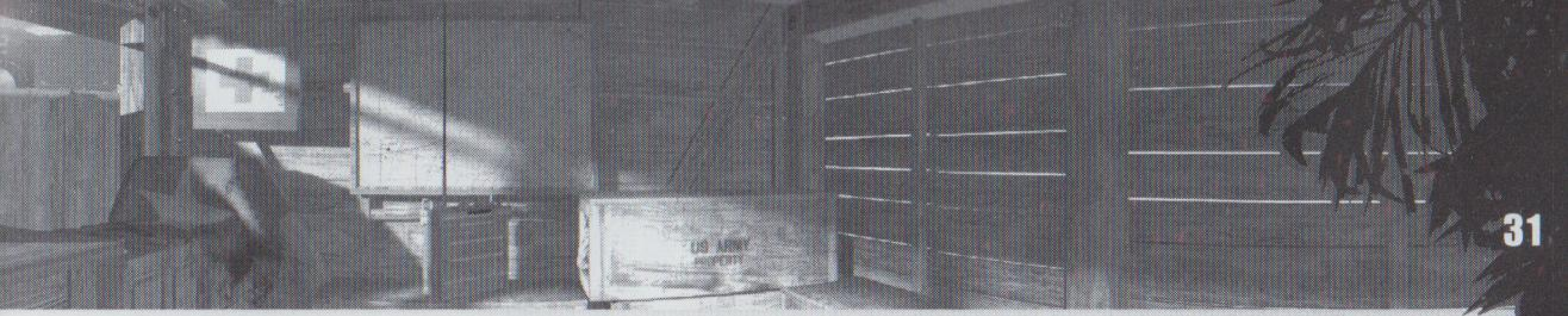
Kahler is an even-tempered and usually calm individual but has no real combat experience. His first tour of Vietnam will be his trial by fire.

Speciality:

Kahler is an able field medic but has no real experience of treating wounded when under fire.

Preferred Weapon:

M16A1 Assault Rifle



Weapons of the Vietnam War

There are four classes of weapon in *Conflict: Vietnam* and each character can carry only one of each class. If your character tries to pick up a weapon of the same type, they'll swap out the current weapon.

Knives

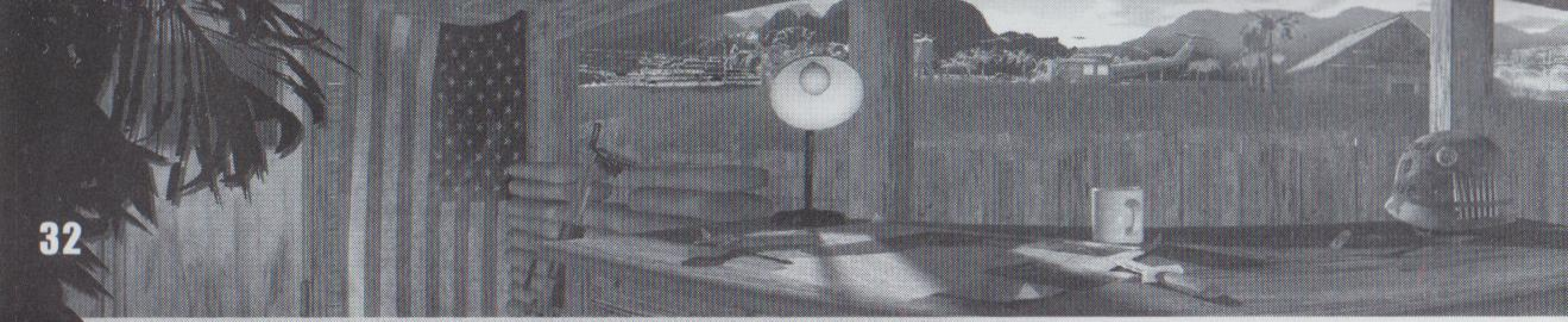
Weapon	**Type**	**Clips / Rounds**	**Descriptionuseable**
K-Bar Fighting Knife	Knife	-	Standard issue combat knife
M6 Bayonet Knife	Knife	-	Standard issue bayonet

Pistols

Weapon	**Type**	**Clips / Rounds**	**Descriptionuseable**
M1911-A1 .45 Automatic Pistol	Pistol	10 / 7	US made Standard issue automatic pistol
M1911-A1 .45 Silenced Pistol	Pistol	10 / 7	Fitted with silencer
S & W Cal .38 Special Revolver	Pistol	10 / 6	US made Helicopter Pilot standard issue revolver
Tokarev 7.62mm Automatic Pistol	Pistol	10 / 8	Russian made 9mm automatic pistol
Makarov 9.5mm Automatic Pistol	Pistol	10 / 8	Russian made 7.62mm automatic pistol
Montagnard Crossbow	Pistol	10 / 1	Native wooden Crossbow

Rifles

Weapon	**Type**	**Clips / Rounds**	**Descriptionuseable**
M16A1 5.56mm Assault Rifle	Assault Rifle	10 / 20 or 30	US made Standard issue 5.56mm Assault Rifle
CAR-15 5.56mm Assault Rifle	Sub-machine gun	10 / 20 or 30	Special Forces issue shortened M16 sub-machine gun
CAR-15 5.56mm Assault Rifle /w Human Engineering Laboratories M-4 Silencer	Silenced Sub-machine gun	10 / 20 or 30	Special Forces issue shortened M16 sub-machine gun with sound suppressor
M3A1 9mm 'Grease Gun'	Sub-machine gun	10 / 30	WW2 era 9mm sub-machine gun
AK-47 7.62mm Assault Rifle	Assault Rifle	10 / 30	Russian made 7.62mm Assault Rifle
Chicom Type-56 7.62mm Assault Rifle	Assault Rifle	10 / 30	Chinese copy of the AK-47 Assault rifle
Simonov 7.62mm Rifle (SKS)	Assault Rifle	10 / 10	Russian made 7.62mm self loading rifle
MAT49 7.62mm Sub machine gun	Sub-machine gun	10 / 32	French made 9mm parabellum sub-machine gun
PPSh41 7.62mm Sub machine gun	Sub-machine gun	10 / 35	Russian made 7.62mm sub-machine gun
Stirling **L3** 4A1 Silenced SMG	Sub-machine gun	10 / 34	UK made silenced sub-machine gun
SVD Dragunov Sniper Rifle	Sniper Rifle	10 / 10	Russian made 7.62mm semi-automatic sniper rifle
US M40A1 Sniper Rifle	Sniper Rifle	10 / 5	US made 7.62mm bolt action sniper rifle
M-14 7.62mm Rifle	Sniper Rifle	10 / 20	US made 7.62mm automatic sniper rifle
Mosin-Nagant Rifle	Assault Rifle	10 / 5	Russian made bolt action rifle



Heavy Weapons

Weapon	Type	Clips / Rounds	Descriptionuseable
M60 7.62mm Light Machine Gun	Machine Gun	5 / 100	US made 7.62 light machine gun
M72 66mm Light Anti Tank Weapon	AT	1 shot	Single shot disposable Anti-tank rocket launcher
M-79, 40mm Grenade Launcher	Grenade Launcher	30 / 1	Single shot, break-barrel 40mm Grenade Launcher
RPD 7.62mm Light Machine Gun	Machine Gun	5 / 100	Russian made 7.62mm light machine gun
RPG-2 Rocket Launcher grenade launcher	AT	1 shot	Muzzle loaded, shoulder fired antitank
RPG-7 Rocket Launcher	AT	1 shot	Muzzle loaded, shoulder fired antitank grenade launcher
Remington 870 Pump Action Shotgun	Shotgun	50 / 1	US made pump action shotgun
SA7 Grail Anti Aircraft Weapon	Anti Aircraft	1 shot	Single shot, shoulder fired Anti Aircraft missile launcher

Hints & Tips

Order or Die: Get used to using the squad orders system as the tactical use of your team can mean the difference between life and death.

Drop and Hit: If your play style involves shooting at the enemy in 3rd person, try to get used to dropping into a crouch position before letting of a burst of fire. Doing this means you'll fire more accurately and use less ammo per kill.

Note: The most accurate stance is prone and the least is standing.

Tooled Up: As each soldier can only carry one type of weapon, use the experience points system to boost your soldiers skills with a secondary weapon type - this makes for a more versatile squad who can resort to this secondary weapon when ammo becomes scarce!

Smoke'em if you got 'em: Smoke grenades are an invaluable way to move into or through areas under heavy fire without being targeted by the enemy.

Spread Out: Try to keep your squad spaced out. A well aimed grenade or RPG round could wipe out your entire crew if you're not careful.

Warning: To Owners Of Projection Televisions
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

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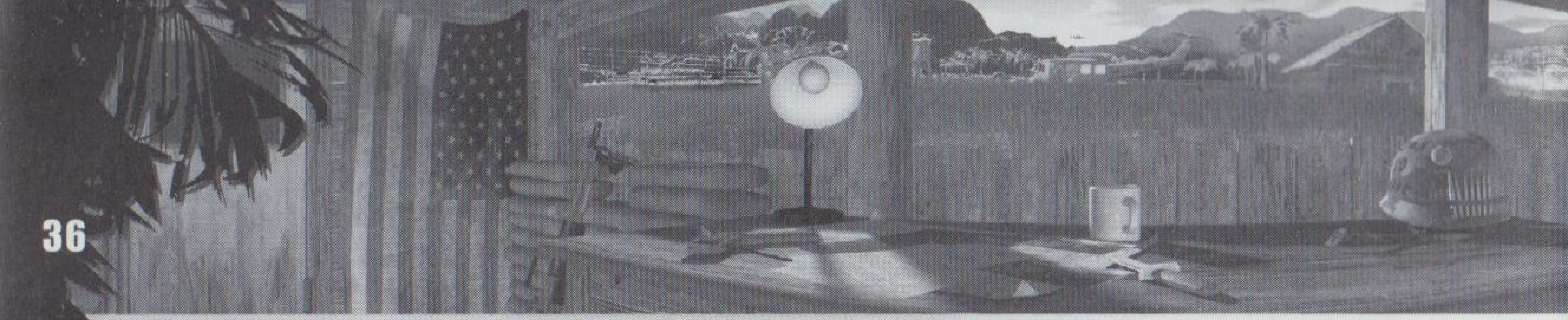

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